

Label	Value
Project	VR Comfort and Accessibility Testing – Shadow Point (Quest 3, Coatsink) – One-week portfolio pass
Project type	Self directed portfolio project
One line Summary	One-week, charter-driven VR comfort and accessibility pass on Quest 3 (build 1.4), focused on tutorial and early chapters from a seated, first-time player viewpoint. Logged 11 issues (7 medium, 4 low) with evidence linked from the Session Log and Bug Log.
Timebox	1 week solo (08/12/2025 to 13/12/2025)
Platform	Meta Quest 3 standalone (single headset)
Build	1.4
Scope	Tutorial and early chapters, first-time player viewpoint (seated VR)
Focus	Comfort and accessibility only
Scope constraints	No multi-device sweeps, no user studies, no deep performance profiling, no internal access. Limited scope appropriate for one-week solo work.
Oracles	Ian Hamilton – VR Accessibility: https://ian-hamilton.com/vr-accessibility/ BBC XR Barriers (Cognitive): https://www.bbc.co.uk/accessibility/forproducts/xr/barriers/#cognitive-barriers W3C XAUR: https://www.w3.org/TR/xaur/ Game Accessibility Guidelines: https://gameaccessibilityguidelines.com/full-list/
Environment	Quest 3 standalone, seated play, default comfort options unless a session notes a change
Tools	Quest capture (video and screenshots) Workbook logging (Charter Matrix, Session Log, Bug Log)
Tabs inside	1-Liner Summary • Charter Matrix • Session Log • Bug Log • STAR Summary • Glossary
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Area	1-Liner	Evidence
Camera predictability	Start and tutorial OK for free look, forward move, and move plus look. No camera surprises. One low-priority hand snap near menu logged as SP-4. Menu opened mid-ride did not recenter the view; horizon stayed stable (S-012).	Charter Matrix CAM01 Bug Log SP-4 Sessions Log S-001 to S-003, S-012
Locomotion and rotation comfort	Default move and turn OK. Start and stop OK. Options sweep OK. Seated reach viable in first gameplay room. Edge fade gentle. No FOV or vignette jump when opening or closing the menu in motion (S-012). Walk speed difference not observable within Room 1–2 footprint.	Charter Matrix LOC01 Sessions Log S-004 to S-006, S-011 to S-012
View size and edge darkening	Covered by CAM01 and LOC01 runs. No issues. Gentle edge darkening seen on playback only.	Charter Matrix FOV01 Sessions Log S-003 and S-004
Input routes and seated play	Tutorial prompts worked seated; trigger and grip both grab. Mild hold fatigue. Seated reach generally OK, but one floor item in Room 3 only grabbed when bending forward (not ideal for comfort).	Charter Matrix INPUT01 Sessions Log S-007, S-014
Readability and pacing	Subtitles readable at default size. Auto advance too fast. Backpack popup blocks subtitles for ~2s after book pickup. In the cable car, captions show at centre/front/back but near windows and sides they hide and a small “...” bubble appears.	Charter Matrix COG01, COG04 Sessions Log S-008
Photosensitive epilepsy risk	No rapid flicker or strobe. Menu uses white fast fade. Teleport is full black with no flicker.	Charter Matrix COG01, COG04 Sessions Log S-008, S-013 Bug Log SP-12, SP-17
Expectation checks	Room 2–3: clear highlights on quest objects; some decorative props looked usable; one floor item required bending to grab; backpack popup after insert confused flow. (S-010, S-014)	Charter Matrix COG02 Sessions S-010, S-014 Bug Log SP-18/19/20/21

Area	1-Liner	Evidence
Subtitles and legibility	Default subtitles readable at normal seated distance in start room and cable car lobby, but options are On/Off only. Occlusion seen from held book, backpack and loading icon. Bubble near large objects repeats (see SP-17).	Charter Matrix SUB01 Sessions Log S-015 Bug Log SP-25, SP-24, SP-17
Non-audio cues	Tutorial is followable with volume 0 but lacks clear visual or haptic confirms; instruction board does not follow and is blank from behind; subtitle bubble near large objects repeats.	Charter Matrix AUDIO01 Sessions Log S-017 Bug Log SP-27, SP-28
UI text readability	Menu smallest text on the Height Mode screen is readable at normal seated distance; prompts and backpack not available in early rooms; no contrast controls found.	Charter Matrix TEXT01 Sessions Log S-018
Input flexibility and fatigue	Carry needs continuous squeeze with no toggle or lock; trigger and grip both work; hand swap is smooth; seated reach is fine; recover after drop works; no bugs filed.	Charter Matrix INPUT02 Sessions Log S-019
Wayfinding	Early rooms have no explicit in-world wayfinding; progress is by exploring until the highlighted lever is found, not a defect.	Charter Matrix COG03 Sessions Log S-020
Horizon stability	Horizon and view size stayed steady in early rooms; no shake or sway seen.	Charter Matrix HZ01 Sessions Log S-003; S-004
Performance (comfort lens)	No noticeable hitching or reprojection issues; menu return ok.	Charter Matrix PERF01 Sessions Log S-003; S-004; S-012

Area	1-Liner	Evidence
Seated play and reach	Room 3 loop is reachable while seated with no lean; continuous squeeze needed but parity and swap ok.	Charter Matrix SEAT01 Sessions Log S-019
Hearing loss and non-audio cues	Handled under SUB01 and AUDIO01; missing non-audio confirms logged; subtitle occlusion issues logged.	Charter Matrix HEAR01 Sessions Log S-015; S-017 Bug Log SP-24; SP-25; SP-27; SP-28; SP-17
Focus and memory	Not verified. No re-openable clue or code UI in early rooms; feature treated as out of scope for this pass.	Charter Matrix COG05

Charter ID	Summary	Area	Risk Tag	Direct check	Side check	Status	Result	Evidence link	Bug ID	Notes
CAM01	Camera predictability	Comfort	COMFORT	Look for forced head moves, auto-recenter, sudden FOV changes.	Horizon stability in cutscenes or transitions.	Complete	Pass for early camera predictability. No camera surprises. One low priority visual hand snap logged as SP-4 and left open. Camera remained predictable on the Room 2 cable car ride with head turns and a full 360 turn stable.	S-001 Video S-002 Video S-003 Video Bug Screenshot S-011 Video S-012 Video	SP-4	S-001 baseline Idle horizon was stable. Manual recenter to the right at 00:09 and to the left at 00:20 behaved as expected. There was no FOV change. World and controllers stayed aligned. S-002 free look, forward, move plus look Free look at 00:02–00:11 was normal. Forward move at 00:17–00:22 was normal. During move plus look at 00:26 the left hand appeared in front of the menu screen, then snapped back when looking at the hands. The remainder of the checks were normal. Logged as SP-4. S-003 new game and tutorial The tutorial opened in the menu room so there was no start transition. All onboarding actions worked as expected. The transition into gameplay after the tutorial was normal. Horizon stayed stable and the view size did not jump. S-011 Room 2 cable car: 00:16 board seated, auto start. 00:30 horizon stable. 00:52 head turn left stable. 00:58 head turn right stable. 01:06–01:22 360 turn stable. 01:34 fade to black to title screen. 01:45 return at night. 02:28 stop smooth visually; jerky audio only. Disembark avoided. S-012 Room 2 cable car: Menu open/close timestamps: 00:37 open, 00:41 close, 00:45 open, 00:51 close. No snap/recenter; horizon stable
LOC01	Locomotion and rotation comfort	Comfort	COMFORT	Smooth vs snap, accel/decel spikes, vignette behavior.	Comfort mode discoverability in settings.	Complete	Pass for default move, turn, start, stop, and options. Seated reach viable in the first gameplay room. Walk speed showed no visible change in short room tests. Room 2 cable car seated comfort ok. Acceleration smooth and stop smooth visually. Horizon stable during head turns and a full 360 turn.	S-004 Video S-005 Video S-006 Video S-011 Video S-012 Video	None	S-004 default checks ok. S-005 options sweep: snap to smooth ok; turn amount highest 9 to 360, lowest 18 to 360; teleport only blocked stick move; edge fade matched settings; walk speed lowest versus highest showed no visible change in short room tests. S-006 seated reach: at spawn nothing within seated reach; one prop behind spawn tested, prop only; moved to the desk and grabbed the highlighted item without excessive lean; menu reach while seated ok; horizon and UI stable after recenter. S-011 Room 2 cable car: 00:16 board seated, auto start. 00:30 horizon stable. 00:52 left head turn stable. 00:58 right head turn stable. 01:06–01:22 360 turn stable. 01:34 fade to black to title screen. 01:45 return at night. 02:28 stop smooth visually; jerky audio only. Disembark avoided. S-012 Room 2 cable car: Menu open/close timestamps: 00:37 open, 00:41 close, 00:45 open, 00:51 close. No FOV/vignette step-change when opening/closing menu mid-motion (S-011).
FOV01	Peripheral vision and vignettes	Comfort	COMFORT	Vignette strength, consistency during move/rotate.	Any tunnel vision that hides critical cues.	Consolidated	Covered by CAM01 S-003 and LOC01 S-004. View size stayed steady. Edge darkening while moving was gentle and did not hide hands or UI. Menu open and close returned to the same view.	S-003 Video S-004 Video	None	Tutorial ran in the menu room so no start transition. Post tutorial transition ok. Start and stop ok at 00:36–00:42. Gentle edge darkening at 00:18–00:21 seen on playback only.
INPUT01	Input flexibility and interaction options	Accessibility	MOTOR	Alternate routes for interaction (ray cast vs proximity), hold vs toggle.	Left/right hand bias.	Complete	Primary input route worked seated in the tutorial. Wrong first held the prompt. No forced long holds. Hold for 15 seconds rated mild fatigue. Both trigger and grip grab items. Hand-to-hand pass worked.	S-007 Video	None	Prompt “Pick up the ball.” Wrong input knock attempt did not move the ball and the prompt stayed. Right trigger picked up first try. 15 second hold seated showed mild fatigue. Left grip pass to the other hand successful. Both trigger and grip can grab items.
COG01	Comprehension	Cognitive	COGNITIVE	Check if it’s obvious what is interactable and what the current goal is without needing to read long blocks of text.	Dismiss a tutorial once and see if visuals or object highlights still guide you.	Complete	Subtitles present and readable at default distance. Visual cue on object shown. Subtitle occlusion observed when backpack popup appeared for ~2s.	S-008 Video S-013 Video	SP-12 SP-17	00:10 subtitles on. 00:40 pick up highlighted book, blue icon cue. 00:51–00:53 backpack popup covered subtitles and pulled attention from audio. Cable car: subtitles show when facing front/back; near windows/sides the panel hides and only a small ellipsis bubble is shown (no text). Readability lost at windows/sides. Recommend option to keep captions always visible or adjust occlusion rules. (S-013) Subtitle issue found. Triggered new charter SUB01.

Charter ID	Summary	Area	Risk Tag	Direct check	Side check	Status	Result	Evidence link	Bug ID	Notes
COG02	Expectation	Cognitive	COGNITIVE	Try doors, levers and grab points and confirm they behave how a typical player would expect.	Look for objects that look usable but aren't, or actions that give odd or misleading feedback.	Complete	Expectation check shows most objects that look usable in the next room are decorative props. Highlighted lever behaved as expected.	S-010 Video S-014 Video	None	Newspaper, floor tools, and hammer gave no interaction. Only the highlighted lever accepted input and summoned a cable car. Progress avoided. (S-010) Room 3: multiple decorative props looked usable (lever/door/cupboard); floor highlight grab inconsistent until bending; backpack put-away failed twice (fell through); highlight color switched to green and was hard to notice at distance in green room; lever became usable after battery insert (S-014).
COG04	Timing	Cognitive	COGNITIVE	Find any timed prompts or puzzles and see if there's enough time to read, think and act at a calm pace.	Deliberately hesitate and see how forgiving it is (grace period vs instant fail or reset).	Complete	Subtitle pacing auto advances quickly and is not user paced. Hard to finish reading lines. Recommend a continue action when subtitles are on.	S-008 Video	SP-12	Auto advance noted on first-room book pickup. No option found to pause or advance at own pace.
PSE01	Photosensitive epilepsy risk scan	Accessibility	PSE	High-contrast flashes, rapid patterns, full-screen strobes.	Warning messaging on first launch.	Complete	No high-risk flash or rapid flicker in the first room while seated. Menu transitions are white fast fades. Teleport uses full black with no flicker.	S-009 Video	None	00:04–00:18 menu open/close shows white fast fade. 00:30 highlighted book pickup clean. 01:29 teleport full black, no flicker. Evidence S-009.
SUB-01	Subtitles	Accessibility	TEXT/ CONTRAST	Turn subtitles on. Check options for on/off, size, colour, outline or box, width. From normal seated distance, read three lines in start room and cable car lobby and note the smallest comfortable size.	Watch for overlap with prompts or backpack. Check behaviour during pause or user advance.	Complete	Default fixed-size subtitles are readable at normal seated distance in start room and cable car lobby. Occlusion seen with held book, backpack UI and loading icon. Panel is head-locked at screen bottom and does not adjust when looking up.	S-015 Video	SP-24	00:12 subtitles enabled, toggle only. 00:34 picking up the highlighted book triggers voice; subtitles spawn under the book and are blocked until moved. 00:38 to 00:44 stepping back, panel follows and keeps distance. 00:46 backpack pops and covers subtitles. 00:52 and 00:58 opening backpack shows loading icon and backpack over the panel. 01:26 enter cable car lobby; 01:37 subtitles start without a player trigger. 01:38 to 01:41 moving back in one motion shows slight follow delay. 01:49 backpack again covers subtitles. 01:54 looking up leaves panel fixed at bottom; 01:56 down still fixed; 01:58 to 02:00 left/right follow. 02:06 near large objects panel switches to bubble (SP-17).
									SP-25	
AUDIO01	Non-audio cue redundancy	Accessibility	HEARING / NON-AUDIO CUES	Set master volume to 0. Confirm visual cues for tutorial prompts, item pickup, objective progress, and fail/invalid. Check these in start room and cable car lobby.	Note controller haptics as a substitute. Watch cue timing and visibility during movement or interaction.	Complete	Tutorial is followable at volume 0 but lacks non-audio confirmation. No haptics and no clear visual tick or glow on step completion. Instruction whiteboard does not follow the player and is blank from behind. Subtitle bubble near large objects repeats a known issue.	S-016 Video	SP-26 SP-27	00:12 music, game and voice set to 0. 00:40 tutorial starts with whiteboard text and brief subtitles. 00:48 "find your feet" has no visible confirm and no haptics. 01:12 after moving, whiteboard is blank from behind and does not follow. 02:53 "place ball on plinth" shows no visual or haptic confirm; relies on audio ding when sound is on. Bubble near large objects also seen, matches SP-17.
TEXT01	Text readability and VR UI distance	Accessibility	TEXT/CONTRAST	Menus, backpack and in-world prompts readable at normal seated distance without leaning; note smallest text and contrast on light/dark scenes.	Font weight, all-caps, outline/drop shadow.	Complete	Menu smallest text on Height Mode page is readable at normal seated distance. Prompts and backpack not available in early rooms, to recheck later. No contrast options found.	Screenshot	None	Checked menus only. Height Mode screen contains the smallest observed text and was readable without leaning. No dark menu variant or contrast toggle found. Prompts N/A, backpack N/A in early rooms; plan a quick follow-up when backpack first becomes available.
INPUT02	Hold fatigue and input flexibility	Accessibility	MOTOR FATIGUE / REACH	In Room 3 battery/lever loop, time any holds and flag repeats over 1s. Note any rapid repeat taps. Check trigger vs grip parity for the same action. Try swapping hand mid-action. Confirm all steps are reachable while seated without leaning. Test recovery after dropping an item mid-sequence.	Watch for sticky grabs or latched inputs, unclear prompts, and missing haptics or visual confirms during holds and releases.	Complete	Carry requires continuous squeeze; no toggle or lock found. Trigger and grip have parity for grab and pass. Hand swap during carry is smooth. Seated reach is ok without leaning. Drop and regrab recovers without reset.	Video	None	Battery drops when relaxing grip. Multiple passes between hands succeed with trigger and grip. Reach to target socket is comfortable while seated. No fatigue control like toggle/lock observed in early rooms.
COG03	Wayfinding	Cognitive	COGNITIVE	From spawn and between key beats, check if it's clear where to go next using only in-world cues.	Test interactions that need a specific position or angle and see if feedback helps you line up correctly.	Consolidated	Early rooms do not provide in-world wayfinding cues. Progress depends on exploring and noticing the highlighted lever. Not a defect. Later room relies on exploration only. No guidance found. Wayfinding beyond early rooms relies on exploration only. No guidance surfaced in Room 4. Coverage ends here due to frustration and motion sickness.	Video	None	Logged as S-020 using S-010 footage. Room 4: unable to locate next items. No clues discovered. I felt frustrated with the experience and stopped for comfort. Later progression is out of scope for this pass.
HZ01	Frame of reference and horizon stability	Comfort	COMFORT	Fixed references during movement, elevator/ladder equivalents	Camera shake or sway.	Consolidated	Covered during earlier comfort checks. Horizon stayed stable on head turns, start and stop, and rotation. No shake or sway seen.	S-003 Video S-004 Video	None	Checks duplicated by CAM01 and FOV01 passes. No extra session needed
PERF01	Performance with a comfort lens	Comfort	COMFORT	Motion-to-photon feel while moving/ rotating, reprojection hiccups you can perceive.	Effects bursts near chapter transitions.	Consolidated	Comfort lens only. No noticeable hitching or judder in early rooms or cable car. Menu open and close returned to the same view.	S-003 Video S-004 Video S-012 Video	None	Observed during camera and locomotion sessions. No separate run needed.
SEAT01	Seated play, reach and motor fatigue	Accessibility	MOTOR	Can all core interactions be done seated, neutral posture, without repeated overhead reach.	Guardian height mismatch.	Consolidated	Early interactions are doable while seated at normal height without leaning or repeated overhead reach.	S-019 Video	None	Carry needs continuous squeeze but reach is fine. See INPUT02 results.

Charter ID	Summary	Area	Risk Tag	Direct check	Side check	Status	Result	Evidence link	Bug ID	Notes
HEAR01	Hearing loss, subtitles and non-audio cues	Accessibility	HEARING	Subtitle availability, size, persistence, speaker labeling.	Non-audio cue parity for key events.	Consolidated	Consolidated into SUB01 and AUDIO01. Subtitles available but options limited; non-audio confirms missing in tutorial at volume 0.	S-015 Video S-016 Video	SP-24 SP-25 SP-27 SP-28 SP-17	No separate HEAR01 session. Covered by SUB01 + AUDIO01.
COG05	Focus & memory	Cognitive	COGNITIVE	Check if codes, clues and instructions stay visible or can be re-opened instead of being shown once and disappearing.	Move away or let yourself get "distracted" then see how easy it is to recover objectives or controls without guessing.	Closed – Out of scope	Not verified. Early rooms show no re-openable clues or codes. Progress appears to be object-to-shadow matching with no clue UI. Investigating later chapters is outside this one-week pass.	S-020 Video	-	Explicitly excluded from this case study due to scope and motion sickness.

Session ID	Date	Duration (mins)	Focus	Charters covered	Results summary	Bugs found	Evidence link	Notes
S-001	8/12/2025	35	Camera predictability baseline near start area	CAM01	Idle horizon stable; manual recenter right @00:09 and left @00:20 behaved as expected - no FOV change, no world/controller misalignment.	None	Video	Idle drift: none. Recenter checks: 00:09 turn right → recenters as expected; 00:20 turn left → recenters as expected. Horizon stable throughout; no sudden FOV change; no world/controller misalignment observed. Outcome: no issues found.
S-002	8/12/2025	52	Camera predictability across free look, forward locomotion, and move plus look in early area near the menu screen	CAM01	Free look ok. Forward walk ok. During move plus look at 00:26 left hand appeared floating in front of the menu screen then snapped back when looking at hands. Remainder ok.	SP-4	Video	00:02-00:11 free look 360 - no issues 00:17-00:22 walk forward - no issues 00:26 start move+look - left hand seen floating in front of menu screen, look 00:33 walk forward, 00:34 look right, 00:35 look left - ok 00:42 back in front of menu screen - no issues
S-003	8/12/2025	72	New Game transition and menu on first launch	CAM01	Tutorial opened in the same room as the main menu so no transition at start. Onboarding covered turning, moving, teleporting, grabbing, pulling, and turning movements with no issues. After finishing tutorial the transition into gameplay showed no issues.	None	Video	Pressed New Game in menu room, tutorial ran in-place. No view jumps or horizon problems during onboarding. Post-tutorial transition into game world was clean. Menu behaviour normal.
S-004	8/12/2025	38	Movement and turning comfort in opening area - seated controller	LOC01	Turns, forward move and start or stop behaved as expected. Brief gentle tunnel effect seen on playback only, not noticed during play. No issues found.	None	Video	00:04 to 00:13 turns in place x12 for a full circle 00:18 to 00:21 gentle tunnel effect while moving forward, not noticed during 00:36 to 00:42 start and stop forward moves x3, no issues
S-005	08/12/2025	47	Options sweep in opening area - seated controller	LOC01	Options behaved as expected. Turn mode and turn amount worked. Teleport-only correctly disabled stick move. Edge fade reacted to settings. Walk speed setting showed no visible change in short room tests. No issues raised.	None	Video	00:18 turn mode from snap to smooth - ok 00:56 mode from free move to teleport only - ok 01:06 controller forward in teleport-only does not move - expected - ok 01:30 speed to lowest - room walk test 01:40-01:42 01:51 speed to highest - room walk test 02:01-02:03 - both 2s - no visible sp 02:26 turn amount highest - 9 turns to 360 02:49 turn amount lowest - 18 turns to 360 - ok 03:13 height standing to seated - ok 03:18 move fade to highest - large edge fade as expected 03:53 move fade to lowest - smaller edge fade as expected - ok
S-006	09/12/2025	52	Seated reach quick check, seated controller	LOC01	No interactables within reach at spawn while seated; one prop behind spawn tested - prop only. Moved across room and grabbed the highlighted desk item without excessive lean; no issues grabbing.	None	Video	00:04 spawn into area 00:09 reach forward: nothing within reach 00:13 180° turn; single grab attempt on prop near feet: prop only, not grabbable 00:34 walk to highlighted item across room 00:35 grab highlighted item at desk front edge: clean pickup, no issues
S-007	09/12/2025	57	Tutorial input routes while seated	INPUT01	"Tutorial prompt "Pick up the ball" tested seated with wrong first. Knock attempt did not move the ball and the prompt stayed. Correct input with right trigger picked up the ball first try. Hold for 15 seconds showed mild fatigue. Passed to left hand with left grip successfully. Both trigger and grip can grab items."	None	Video	00:06 try to knock the ball off the platform, hand phases through, prompt stays 00:22 press right trigger, ball picked up first try 00:23–00:38 hold while seated, fatigue mild 00:39 press left grip and pass to left hand, pass successful Both trigger and grip grab the item
S-008	09/12/2025	84	Readability and pacing	COG01 COG04	Subtitles present and large white text. Readable at default distance but auto advance too fast to read fully. Visual cue shown on highlighted object (blue icon). Backpack item popup occluded subtitles for ~2s which was distracting and broke comprehension.	SP-12	Video Screenshot	00:10 subtitles on. 00:40 pick up highlighted book, visual cue shows, subtitles appear. 00:51–00:53 backpack popup blocks subtitles; could not follow audio line.
S-009	09/12/2025	53	Flash and flicker quick scan in first room (seated)	PSE01	No rapid flicker or strobe. Menu uses a white fast fade. Teleport is full black with no flicker.	None	Video	00:04 open menu, 00:09 close, 00:14 open, 00:18 close (white fast fade). 00:30 book pickup clean. 01:29 teleport full black, no flicker.
S-010	09/12/2025	46	Expectation checks on obvious interactables in second room (seated)	COG02	Newspaper, floor tools, and hammer looked usable but were props. Only the highlighted lever was usable. Pulled lever and a cable car arrived. Stopped there to avoid progress.	None	Video	00:33 newspaper on stand prop only. 01:01 floor tools prop only. 01:17 hammer near highlighted lever prop only. 01:29 pulled highlighted lever usable. Avoided entering cable car.

Session ID	Date	Duration (mins)	Focus	Charters covered	Results summary	Bugs found	Evidence link	Notes
S-011	09/12/2025	63	Cable car boarding and movement comfort in Room 2 seated	LOC01 CAM01	Boarded seated ok. Ride auto started. Horizon stable during forward motion, head turns, and a full 360 turn. Acceleration smooth. Fade to black then title screen and scene changed to nighttime mid-ride. Final stop smooth visually; jerky sounds only. Disembark avoided to prevent progress.	None	Video	00:16 board, auto start. 00:30 horizon stable. 00:52 head turn left stable. 00:58 head turn right stable. 01:06–01:22 360 turn stable. 01:34 fade to black → title screen. 01:45 back to scene at night. 02:28 ride stop smooth visually; jerky audio heard. Progress avoided.
S-012	12/12/2025	47	Menu during moving vehicle (cable car)	LOC01 CAM01	Cable car menu check, no camera snap, no FOV change, horizon stable; comfortable.	None	Video	Menu open/close timestamps: 00:37 open, 00:41 close, 00:45 open, 00:51 close. No issues observed. Comfort fine.
S-013	12/12/2025	87	Cable car subtitles – centre vs sides (seated)	COG01	Cable car subtitles: centre/front/back show captions; near windows/sides/doors panel hides → small “...” bubble (no text); readability lost at windows/sides.	SP-17	Video	00:06 centre facing opposite doors – speech bubble shown (no text). 00:08 turn 90° right facing front – subtitles visible. 00:38 move to front window – subtitles replaced by speech bubble. 00:50 turn 180° facing back – subtitles visible. 00:57 move to back window – speech bubble. 01:05 centre by side window – speech bubble. 01:14 turn 180° facing doors – subtitles visible. 01:16 move next to doors – speech bubble. Readability lost when near/looking out of windows. Subtitle issue found. Triggered new charter SUB01.
S-014	12/12/2025	126	Room 3 expectation check (seated)	COG02 INPUT01	Room 3 (seated): several props looked usable but weren't (lever, door, cupboard); floor highlight grab inconsistent (only grabbed when bending); backpack put-away failed twice (item fell through); mild hold fatigue; highlight color changed to green and blended with green scene; lever usable after battery inserted.	SP-18 SP-19 SP-20 SP-21	Video	00:45 lever looked usable → not interactable. 01:12 tried door → decorative only. 01:16 cupboard doors ajar → looked usable, not interactable. 01:21 highlight item on floor; 01:25 grab icon shows but not grabbing with normal reach (both hands). 01:36 able to grab by bending forward (risk to headset fit). 01:42 item would not place into backpack—fell through twice; able to re-grab without bending after. Mild hold/grip fatigue while problem-solving. 02:09 new highlight color is green (previous rooms were blue); hard to notice at distance due to green walls/nearby green prop. 01:21 after inserting battery into charger pack, backpack UI popped up as if item came from backpack (confusing). 02:29 lever on large green machine usable after battery inserted.
S-015	13/12/2025	84	Subtitle options and legibility	SUB01	Subtitles have only an On/Off toggle. Readable at normal seated distance in start room and cable car lobby. Frequent occlusion from held book, backpack UI and loading icon. Panel is head-locked at screen bottom and does not shift when looking up. Small follow delay seen when moving back quickly in the lobby.	SP-24 SP-25	Video	New charter created to cover subtitle size/contrast risk per Ian Hamilton + XAUR. Subtitles enabled at 00:12 with only an On/Off toggle. At 00:34 picking up the highlighted book triggers voice and the subtitles spawn under the book, blocking view until moved; stepping back at 00:38 to 00:44 the panel follows and keeps distance. Backpack pops and covers subtitles at 00:46; opening the backpack at 00:52 and 00:58 shows the loading icon and backpack over the panel. Entered the cable car lobby at 01:26; subtitles start without a player trigger at 01:37. Moving back in one motion at 01:38 to 01:41 shows a slight follow delay. Opening the backpack at 01:49 again covers subtitles. Looking up at 01:54 leaves the panel fixed at the bottom; looking down at 01:56 keeps it there; looking left and right at 01:58 to 02:00 the panel follows. At 02:06 near large objects the panel switches to a bubble, matching SP-17.
S-016	13/12/2025	78	Non-audio cue redundancy	AUDIO01	With music, game and voice volumes set to 0, the tutorial is followable but lacks reliable non-audio confirmation. The whiteboard shows text at the start, then becomes blank when the player moves behind it and it does not follow the user. No haptic feedback. No clear visual tick or glow on step completion. Subtitles briefly show instructions but switch to a speech bubble near large objects (matches SP-17).	SP-27 SP-28	Video	00:12 audio off for music, game and voice. 00:40 tutorial starts; whiteboard shows instructions and brief subtitles. 00:48 “find your feet” has no visible completion cue and no haptic feedback. 01:12 during movement, whiteboard is blank after moving around; it remains behind me rather than following. 02:53 “place ball on plinth” shows speech bubble when close to objects; otherwise no visual tick, glow or haptics to confirm completion. With sound on this step normally has an audio ding.
S-017	13/12/2025	32	UI text readability at distance	TEXT01	Backpack and in-world prompts not accessible in early rooms, scoped out. Menu text readability checked at normal seated distance. Smallest text found on Height Mode settings and is readable. No contrast controls available.	None	Screenshot	Smallest menu text on Height Mode page readable without leaning. Checked visibility against the light menu background; no dark menu variant found. Prompts N/A, backpacks N/A in start room and lobby. Will recheck backpack when first accessible.

Session ID	Date	Duration (mins)	Focus	Charters covered	Results summary	Bugs found	Evidence link	Notes
S-018	13/12/2025	36	Hold fatigue and input flexibility	INPUT02	One calm loop in Room 3. Carry requires continuous squeeze. Trigger and grip both work. Hand swaps right←left were smooth. Seated reach ok. No toggle or lock found. Drop and regrab recovered fine.	None	Video	00:13 pick up battery using trigger and grip. 00:20 relax hand and battery falls. 00:26 pick up again. 00:30 pass to left hand. 00:32 pass to right with grip. 00:34 pass to left with trigger. 00:45 pass using trigger and grip. 00:48 pass to right using trigger and grip. 01:14 hover over target socket; no leaning needed. Avoided placing to stop progression. No toggle or lock setting found.
S-019	13/12/2025	15	Wayfinding	COG03	No explicit wayfinding cues in early rooms. Progress is by exploring until the highlighted lever is found.	None	Video	Using S-010 capture for this session. Exploration-led progression; no arrows, signage, lighting path or motion cues observed.
S-020	13/12/2025	48	Exploration	COG03 COG05	Reached Room 4 (shadow matching). Could not find next items. No clues or guidance found. Stopped due to frustration and motion sickness.	None	Video	Explored for item locations. No prompts, signs or guidance surfaces. Quit session on discomfort. Later-room progression is out of scope for this one-week pass. Explored for several minutes with no prompts, signs or

Bug ID	Title	Area	Environment	Build	Steps to repro	Expected result	Actual result	Severity	Repro rate	Status	Evidence link	Notes
SP-4	[Quest][Hands][Comfort] Left hand appears in front of menu during move plus look + looking at hands snaps back	Hands	Meta Quest standalone, tutorial area near menu	1.4	1) Face menu screen 2) Walk forward 3) While walking rotate head to start move plus look 4) Observe left hand 5) Look down at hands	Hand model stays aligned with tracked hand position and does not appear in front of the menu screen	At 00:26 left hand appears in front of me	Low	1/1	Open	Screenshot Video	Retest skipped due to one-week scope. Visual-only hand snap at 00:26. Keeping open as low priority for future investigation.
SP-12	[Quest][Subtitles][Accessibility] Backpack popup occludes subtitles for ~2s after picking up book	UI subtitles	Meta Quest standalone, first room desk area, seated	1.4	1) Enable subtitles. 2) In the first room, approach the desk and pick up the highlighted book. 3) Watch the lower screen where subtitles appear.	Subtitles remain unobstructed. Safe area or dynamic reposition prevents overlap. Popups do not cover text.	At ~00:51 to ~00:53 the backpack item popup appears in front of the subtitles and blocks the line. Reading is interrupted and the voice line is missed.	Medium	3/3	Open	Screenshot Video	Large white subtitle text is clear but auto advances too fast to finish reading. Recommend user-advance option when subtitles are on and preventing occlusion by repositioning or delaying popups. Linked charter: COG01, COG04. Linked session: S-008.
SP-17	[Quest][Subtitles][Accessibility] Subtitles hide near cable car windows/sides and show ellipsis bubble (no text)	Subtitles / Accessibility	Meta Quest standalone, second room cable car, seated	1.4	1) Enable subtitles; board cable car seated. 2) Centre facing opposite doors → bubble (no text) at 00:06. 3) Face front → subtitles visible at 00:08. 4) Move to front window → bubble at 00:38. 5) Face back → subtitles visible at 00:50. 6) Move to back window → bubble at 00:57. 7) Centre by side window → bubble at 01:05. 8) Face doors → subtitles visible at 01:14. 9) Move next to doors → bubble at 01:16.	Subtitles remain readable text regardless of position or when looking out of windows.	Subtitle panel hides; only a small ellipsis bubble shows (no text).	Medium	3/3	Open	Screenshot Video	Hypothesis: window/side zones treated as occluders for the caption panel. Subtitle issue found. Triggered new charter SUB01.
SP-18	[Quest][Grab][A11y] Highlighted floor item shows grab icon but won't grab at normal seated reach	Interaction / Grab / Seated reach	Meta Quest standalone, Room 3 (seated)	1.4	1) Enter Room 3 seated. 2) Approach the highlighted floor item. 3) When the grab icon appears, try to grab with left then right hand. 4) If it fails, bend forward and try again.	If a grab icon is shown, the item grabs at comfortable seated reach.	01:25 grab icon shows but item won't grab with normal reach (both hands). 01:36 item only grabs after bending forward.	Medium	1/1	Open	Video	Mild hold/grip fatigue while problem-solving.
SP-19	[Quest][Grab][A11y] Highlighted floor item shows grab icon but won't grab at normal seated reach	Inventory / Backpack	Meta Quest standalone, Room 3 (seated)	1.4	1) With the battery item in hand, open backpack. 2) Attempt to place the item into the backpack. 3) Observe whether it snaps in or falls through.	Item snaps into backpack reliably.	01:42 the item falls through the backpack to the floor twice; re-grab works.	Medium	2/2	Open	Video	Functionally recoverable but adds handling and confusion.
SP-20	[Quest][UX][A11y] Highlight colour inconsistency/low salience in green room	Readability / Contrast / UX	Meta Quest standalone, Room 3 (seated)	1.4	1) From Room 3 entry, scan for the highlighted target. 2) Note color at distance vs up close.	Consistent, high-contrast highlight that stands out against room palette.	02:09 highlight is green (earlier highlights were blue); blends with green walls and nearby green prop; only noticeable up close.	Low	1/1	Open	Video Screenshot	Colour shift reduces discoverability at distance.
SP-21	[Quest][UI][Clarity] Backpack popup appears after inserting battery, implying item came from backpack	UI / Clarity / Onboarding	Meta Quest standalone, Room 3 (seated)	1.4	1) Pick up the battery. 2) Insert it into the charger pack. 3) Watch for UI feedback after the insert.	Clear confirmation that the battery was inserted into the charger; no unrelated backpack popup.	≈01:21 a backpack popup appears immediately after inserting the battery, implying the item came from the backpack.	Low	1/1	Open	Video	Creates a wrong mental model during onboarding; consider suppressing or changing this popup here.
SP-24	[Quest][Subtitles][A11y] Subtitles are occluded by held book in start room	Subtitles / Accessibility	Meta Quest standalone, first room desk area, seated	1.4	1) Enable subtitles. 2) Pick up the highlighted book to trigger voiced lines. 3) Hold the book in front of you and observe the subtitle panel.	Subtitles stay readable and render above held items.	≈00:34 to 00:38 the subtitle panel appears under the held book and is blocked until the book is moved aside.	Medium	3/3	Open	Screenshot Video	Subtitle options are On/Off only. When the highlighted book is held close after pickup, the subtitle panel renders underneath and is unreadable until the book is moved aside. Readable at normal distance otherwise.
SP-25	[Quest][Subtitles][A11y] Backpack UI and loading icon appear over subtitles	UI / Subtitles / Accessibility	Meta Quest standalone, second room cable car, seated	1.4	1) Enable subtitles. 2) Trigger a voiced line. 3) Open the backpack while the line shows. 4) Observe the loading icon and backpack over the subtitle panel. 5) Repeat in the cable car lobby.	Subtitles stay readable and are not covered by UI.	≈00:46 first pop obscures subtitles. ≈00:52 and 00:58 backpack and loading icon cover subtitles in start room. ≈01:49 same issue in lobby.	Medium	3/3	Open	Screenshot Video	Found during SUB01 S-015. Options limited to On/Off. Repro 3/3 at listed timestamps
SP-27	[Quest][A11y][Non-audio cues] Tutorial steps lack visual or haptic completion feedback at volume 0	Tutorial / Accessibility	Meta Quest standalone, tutorial area	1.4	1) Set Music, Game and Voice to 0. 2) Start the tutorial. 3) Look down to "find your feet". 4) Walk the movement path. 5) Place the ball on the plinth.	Each step shows a clear visual confirm or haptic confirm without audio.	≈00:48 no visual confirm and no haptics for "find your feet". Movement steps give no confirm. ≈02:53 placing the ball has no visual or haptic confirm. With audio on there is a ding.	Medium	3/3	Open	Video	Blocks confirmation for players with audio off or hearing aid. Blocks confirmation at 00:48 and 02:53.

Bug ID	Title	Area	Environment	Build	Steps to repro	Expected result	Actual result	Severity	Repro rate	Status	Evidence link	Notes
SP28	[Quest][Tutorial][Clarity] Tutorial whiteboard does not follow player and appears blank when behind it	Tutorial / Clarity	Meta Quest standalone, tutorial area	1.4	1) Start the tutorial with audio at 0. 2) Move to the marked areas until you end up behind the instruction board. 3) Observe the board content and orientation.	Instruction surface remains readable. It follows or reorients to face the player, or mirrors instructions in HUD.	=01:12 the board is blank from behind and does not follow or reorient. Instructions are not visible.	Low	3/3	Open	Video Screenshot	Clarity issue that can block comprehension when aud

Bug ID	Title	S (Situation)	T (Task)	A (Actions)	R (Result)	Evidence
SP-4	[Quest][Hands][Comfort] Left hand appears in front of menu during move plus look + looking at hands snaps back	First-time play on Meta Quest build 1.4. Running CAM01 camera predictability near the menu area during S-002.	Check that camera and hands stay predictable during free look, forward move, and move plus look while seated and using the controller.	Recorded a combined pass for free look, forward move, and move plus look. Kept head steady and watched hands and world alignment. Captured exact timestamps.	At 00:26 during move plus look, the left hand appeared in front of the menu screen and snapped back as soon as I looked at the hands. Visual only. Low severity. Left open as known issue for a future pass.	Screenshot Links: Charter CAM01, Sessions Log S-002, Bug Log SP-4
SP-12	[Quest][Subtitles][Accessibility] Backpack popup occludes subtitles for ~2s after picking up book	First gameplay room seated with subtitles on.	Check readability and pacing without advancing the story.	Turned subtitles on at 00:10. Picked up the highlighted book at 00:40 and watched for cues and overlaps. Observed a blue icon cue on the object. At 00:51–00:53 a backpack popup appeared over the subtitle area. Captured video and a still, then raised a bug.	Subtitle text is large and readable but auto advances too fast. Popup occluded subtitles for about 2 seconds and broke comprehension.	Screenshot Links: Charters COG01, COG04, Session: S-008, Bug Log SP-12
SP-17	[Quest][Subtitles][Accessibility] Subtitles hide near cable car windows/sides and show ellipsis bubble (no text)	First-time seated ride in the Room 2 cable car with subtitles on. I checked readability while looking out of the windows and when standing at the sides/doors.	Verify that subtitle text stays readable from different positions in the car (centre, front/back, sides, near windows/doors). Log any loss of readable captions.	Seated in the cable car with subtitles on. Checked readability from centre, near each window and by the doors. Rotated to face front and back, then moved to each position. Captured timestamps and a short clip.	Issue is repeatable. Near/looking out of windows and at sides/doors, the subtitle panel hides and only a small ellipsis bubble shows (no text). This blocks hearing-access and comprehension while admiring the view.	Screenshot Links: Charters COG01 Session: S-013
SP-18	[Quest][Grab][A11y] Highlighted floor item shows grab icon but won't grab at normal seated reach	Room 3 expectation check, seated, focusing on reach and interaction clarity.	Verify items that show a grab icon can be taken at a comfortable seated reach.	In S-014 approached the highlighted floor item; at 01:25 the grab icon appeared but normal reach with both hands failed; at 01:36 bending forward allowed the grab; noted mild grip fatigue while problem-solving.	Icon affordance did not match reachable interaction; bending required. Comfort/accessibility risk for seated play. Severity: Medium. Recommend adjusting grab distance or gating the icon until within seated reach.	Video Links: Charters COG02, INPUT01 Session: S-014
SP-19	[Quest][Inventory][A11y] Item falls through backpack twice when trying to stow	Room 3, seated; validating backpack stow after picking up the battery.	Confirm backpack stow is reliable without extra handling.	During S-014, after picking up the battery, opened the backpack and tried to stow; at ~01:42 the item fell through to the floor twice; re-grabbed without bending; attempted again.	Backpack stow unreliable (fell through 2/2), adding handling and confusion. Severity: Medium. Recommend snap/volume checks on the backpack slot.	Video Links: Charters COG02, INPUT01 Session: S-014
SP-20	[Quest][UX][A11y] Highlight colour inconsistency /low salience in green room	Room 3 entry scan, seated; evaluating highlight visibility at distance in a predominantly green environment.	Assess highlight visibility at distance against the scene palette.	In S-014 scanned Room 3 on entry; at 02:09 the target highlight was green (earlier rooms used blue); it blended with green walls and a nearby green prop; only noticeable up close.	Low-salience highlight in a green scene reduced discoverability at distance. Severity: Low. Recommend consistent highlight colour and/or contrast logic.	Video Links: Charters COG02, INPUT01 Session: S-014
SP-21	[Quest][UI][Clarity] Backpack popup appears after inserting battery, implying item came from backpack	Room 3 puzzle step, seated; checking feedback when inserting the battery into the charger pack.	Validate clear, accurate feedback when inserting the battery into the charger pack.	In S-014 grabbed the battery and inserted it into the charger pack; at ~01:21 a backpack popup appeared immediately after the insert, implying retrieval from the backpack; captured the moment in video.	Misleading UI feedback creates the wrong mental model. Severity: Low. Recommend suppressing this popup here or replacing with an explicit "battery inserted" confirmation.	Video Links: Charters COG02, INPUT01 Session: S-014
SP-24	[Quest][Subtitles][A11y] Subtitles are occluded by the held book in start room	First-time play on Meta Quest build 1.4. Running SUB01 subtitles and legibility in the start room during S-015.	Check if fixed-size subtitles remain readable at normal seated distance and are not blocked by props or UI.	Enabled subtitles, picked up the highlighted book to trigger dialogue, kept a normal seated posture, and recorded head and hand movement while observing subtitle placement. Captured timestamps and still.	At 00:34 the subtitle panel rendered under the held book and was unreadable until the book moved away. Fixed distance tracking otherwise OK. Logged as SP-24.	Video Links: Charter SUB01, Sessions Log S-015
SP-25	[Quest][Subtitles][A11y] Backpack UI and loading icon appear over subtitles	First-time play on Meta Quest build 1.4. Running SUB01 subtitles and legibility in start room and cable car lobby during S-015.	Verify subtitles are not covered by UI layers and remain readable during common actions.	Enabled subtitles, triggered dialogue, opened the backpack during lines in both rooms, noted the loading indicator behaviour, and recorded exact timestamps.	At 00:46 a pop obscured the panel. At 00:52 and 00:58 in the start room, and 01:49 in the lobby, the loading icon and backpack drew over the subtitle panel and hid text. Logged as SP-25	Video Links: Charter SUB01, Sessions Log S-015

Term	Plain-English Definition	Example
Charter	A focused mini mission for a test session, describing what I am checking and why.	"SUB01: Subtitle legibility and occlusion in early rooms."
Charter Matrix	The tracker showing which charters exist, what got tested, and where it was logged.	"SUB01 covered in S-012 and S-016."
Session	One time-boxed test run with a clear goal and notes.	"S-017: Cable car subtitle behaviour check."
Time-boxed	A session with a fixed time limit to keep testing focused.	"20-minute seated subtitle pass."
Evidence	Proof captured during testing, usually video or screenshots.	"Quest capture clip showing subtitles being occluded."
Repro (Reproducibility)	How reliably an issue happens when repeated.	"3/3 means it occurred every time it was tested."
1/1, 2/2, 3/3	How many times an issue occurred out of how many attempts.	"1/1 means seen once and not rechecked."
Severity	How serious the issue is based on player impact, not annoyance.	"Medium blocks understanding, Low causes minor friction."
Comfort	How physically tolerable the experience is in VR, especially for motion sensitivity.	"Smooth movement causing nausea risk."
Cybersickness	Nausea or dizziness caused by VR motion mismatch.	"Feeling sick during smooth locomotion."
Motion mismatch	When the eyes see movement but the body is not moving.	"Moving forward with a stick while seated."
Locomotion	How the player moves around in VR.	"Teleport versus smooth movement."
Rotation / Turning	How the player turns in VR, often a comfort risk.	"Snap turn compared to smooth turn."
Horizon stability	Keeping the virtual world level so it does not tilt or drift.	"Stable view during the cable car ride."
Vignette	A darkened edge effect used to reduce motion sickness.	"Tunnel vision effect while moving."
Seated VR	Playing VR while seated, with limited reach and movement.	"Testing all interactions without standing."
Seated reach	What a seated player can comfortably reach without strain.	"Item highlights but cannot be grabbed seated."

Motor strain	Physical effort that can cause fatigue or pain over time.	"Holding grip for long interactions."
Input flexibility	Whether tasks can be done in different ways to suit different players.	"Using trigger instead of grip."
Visual cue	On-screen feedback that shows progress or confirmation.	"Icon change after completing a step."
Haptic cue	Controller vibration used as feedback.	"Haptic pulse when an action completes."
Audio cue	Sound used to communicate feedback or progress.	"Chime confirming success."
Non-audio redundancy	Making sure important information is not audio-only.	"Visual confirmation when volume is 0."
Subtitles	On-screen text for spoken dialogue or audio content.	"Dialogue subtitles during the cable car scene."
Subtitle occlusion	When subtitles are blocked by UI or objects.	"Backpack UI covering subtitle text."
Subtitle legibility	How readable subtitles are in headset.	"Text too small at normal distance."
UI (User Interface)	Menus, prompts, icons, and on-screen elements.	"Backpack popup and grab icon."
UX (User Experience)	How clear, intuitive, and frustrating the experience feels.	"UI implies an item came from the backpack."
Onboarding	The part of the game that teaches the player what to do.	"Tutorial prompts in early rooms."
Cognitive load	How much mental effort is required at once.	"Multiple steps with no reminder."
Cognitive barrier	A design issue that makes understanding harder.	"No clue where to find the next item."
Expectation check	Verifying the game behaves how it visually suggests.	"Grab icon shown but item will not grab."
Wayfinding	How easily the player knows where to go next.	"Clear clues for puzzle item locations."
Comprehension	Whether instructions or goals are understandable.	"Player knows what the puzzle expects."
Mitigation	A change that would reduce or remove a barrier.	"Move subtitles higher and add background."
Heuristic review	Structured evaluation using known principles, not user testing.	"COG charters based on BBC XR Barriers."

XAUR	W3C XR Accessibility User Requirements standard.	“Used to support seated posture checks.”
Game Accessibility Guidelines	Practical patterns for inclusive game design.	“Subtitle readability recommendations.”
Golden path	The most common player journey through the game.	“Start, learn basics, complete early rooms.”
Out of scope	Areas intentionally not covered in this project.	“No multi-device testing or perf profiling.”